

Apparatus for Unreal Engine



This is the official documentation for the Apparatus framework, an innovative data-driven ECS workflow for [Unreal Engine](#).

- [Features](#)
- [Introduction to ECS](#)
- [Glossary](#)
- [Beginner's Guide](#)
- [Architecture Overview](#)
- [Naming Conventions](#)
- [Traits](#)
- [Details](#)
- [Subjects](#)
- [Subjectives](#)
- [Filtering](#)
- [Mechanisms](#)
- [Solidity](#)
- [Enchaining](#)
- [Iterating](#)
- [Operating](#)
- [Mechanical](#)
- [Steady Ticking](#)
- [Networking](#)
- [Blueprint Nativization Support](#)
- [Upcoming Features](#)

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- [Discord Server](#)

- [Marketplace Page](#)

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The documentation is still being written and revised. Don't hesitate to visit our [dedicated forums](#) to ask your questions and share your Apparatus experience. We'll be most happy to assist you personally, so also consider [emailing us directly](#).

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Last update: **2021/12/04 19:47**

